

1 APPARATUS AND METHOD FOR CONTROLLING  
2 AN ELECTRONIC GAMING PLAYER STATION  
3

4 ABSTRACT OF THE DISCLOSURE

5 A method includes the step of detecting whether a cover is present on a game ticket that is  
6 inserted at a player station in a gaming system. The method also includes disabling the player  
7 station from displaying gaming results associated with the game ticket in the event that the  
8 detecting step indicates that the cover is present on the game ticket. The method may further  
9 include producing a display or other output to notify the player when the cover has been detected.  
10 This notification may prompt the player to remove the cover from the game ticket and reinsert  
11 the ticket.